KILLER INSTINCT

FOR STREET FIGHTER: THE STORYTELLING GAME

This is a brief adaptation of the fantastic game Killer Instinct for Street Fighter: The Storytelling Game. The main idea was the fun of seeing these fighters adapted for the system, as well as providing the context of the game. There will therefore be no lengthy information about the setting, as it almost doesn't exist. The game got few continuations and was not properly expanded like Street Fighter, Mortal Kombat or The King of Fighters. In any case, the world of Killer Instinct can very well be seen as an extension of the world of Street Fighter, a future after the fall of Shadaloo.

Whether or not there is a connection to Street Fighter, it will be up to the Storyteller and the game group to work out other changes to the setting. After all, how do national powers stand in the face of mega-corporations? How does the world react in the face of dinosaurs, aliens and werewolves? What does this future look like?

This article will be brief, but I hope it will also be useful.

THE SCENARIO

The story of Killer Instinct begins in the distant past, in which a war of titanic proportions is taking place in the world. Two warlords were waging a terrible battle against each other, where many people were killed, armies were shattered, and the world was put at risk.

Determined to put an end to this, a group of heroes bravely confront the two enemy lords, and create a spell that seals the two titans in limbo. Temporarily, peace once again reigns. From the past, we move into a chaotic and not-so-distant future of our era. Pollution has taken over the environment, governments have fallen; now the world is controlled by mega-corporations that fight and destroy each other for the riches of the planet.

In this context, one mega-corporation stands out: Ultratech. Instead of engaging in direct conflicts with other corporations, Ultratech keeps selling advanced weapons to other corporations so that they can destroy each other.

However, Ultratech does not only dominate the world through arms sales, but also through media: its entertainment division produces the biggest TV phenomenon on the planet: the Killer Instinct tournament, which still serves as a testing ground for Ultratech's weapons. In this tournament, the winners are promised anything they want, but it is not always guaranteed that the promise will be kept. While the losers suffer a cruel fate at the hands of the company...

THE CHARACTERS

Jago

Jago was abandoned as a baby in a remote monastery in the Himalayas, where he was trained by the Tiger Monks. When he came of age a fellow warrior - under the influence of the evil force - tried to murder him, but Jago killed him in self-defense. To atone for his sin, he became a hermit, isolating himself in a mountain cave, and began to do meditation and internal analysis about his actions, because of the guilt he carries because of his act. In the meantime, he was visited by the Spirit of the Tiger and given great power.

The spirit summoned him to destroy Ultratech by entering the Killer Instinct tournament. Not knowing why this is necessary, but confident about the spirit's wisdom, he entered. As he competed, a great sense of terror grew within him as the Tiger Spirit's power became even hungrier and more aggressive, forcing him to become even more violent.

"I'm afraid your path ends here."
-Jago

Style: Kung Fu
School: Tiger Temple
Concept: Monk
Signature: Tiger Roar

Attributes
Physical: Strength 5, Dexterity 6, Stamina 4
Social: Charisma 4, Manipulation 2, Appearance 4
Mental: Perception 6, Intelligence 4, Wits 5

Abilities
Talents: Alertness 5, Interrogation 1, Intimidation 3, Insight 5, Streetwise 1, Subterfuge 2
Skills: Blind Fighting 5, Drive 1, Leadership 3, Security 4, Stealth 5, Survival 5
Knowledges: Arena 3, Computer 1, Investigation 3, Medicine 3, Mysteries 5, Style Lore 5

Advantages
Backgrounds: Arena 5, Resources 2
Techniques: Punch 5, Kick 5, Block 5, Grab 4, Athletics 6, Focus 5, Sword 5
Special Maneuvers: Jump, Power Uppercut, Dragon Punch, Wind Kick, Double-Hit Kick, Stepping Front Kick, Fireball, Iaijutsu (Sword), Foot Sweep
Combos: Wind Kick to Stepping Front Kick to Dragon Punch (dizzy), Wind Kick to Sword Strong to Sword Fierce (dizzy), Fireball to Wind Kick (dizzy)

Renown: Glory 7, Honor 10

Chi 10, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	8	9	6
Strong	6	11	6
Fierce	5	13	5
Short	7	10	6
Forward	6	12	5
Roundhouse	4	14	5
Grab	6	9	One
Block	10	-	-
Movement	9	-	9
Jump	9	-	6
Power Uppercut	5	13	One
Dragon Punch	6	16	4
Wind Kick	6	13	8
Double-Hit Kick	4	11	5
Stepping Front Kick	6	11	7
Fireball	3	11	-
Iaijutsu	Sp	Sp	Sp
Foot Sweep	4	13	4
Katana Jab	9	12	6
Katana Strong	7	14	6
Katana Fierce	6	16	5

Jago's New Special Maneuvers

Wind Kick
Prerequisites: Kick 3, Athletics 3
Power Points: Kung Fu, Wu Shu 4
Embracing the spirit of the Tiger, the fighter launches themselves against the opponent in a fast and flying roundhouse kick, undertaking a body spin that allows them to dodge projectiles.
System: Wind Kick allows the fighter to dodge projectile attacks like Jump. It is an Aerial Maneuver.

Cost: 1 Willpower
Speed: +0
Dam: +3
Movement: +2

Iaijutsu
Prerequisites: Weapon Technique 5
Power Points: Kung Fu 4; Any 5
Iaijutsu is the result of long years of training, so as to allow the fighter to draw their weapon with an attack movement already underway. It is a swift blow capable of deciding a fight against an unprepared opponent.
System: Iaijutsu allows the fighter to draw their weapon in the same turn, if the weapon is sheathed, or holstered in the case of a pistol. It is a Maneuver that can be related to any weapon carried close to the body, but must be learned each time the fighter wishes to use it as a new weapon Technique. Jago, for example, can only use it with Swords. If he decides to learn to use Staff, he will need to reach a level 5 in the Technique and re-learn Iaijutsu with that weapon.
Cost: 1 Willpower
Speed: see description above
Dam: see description above
Move: see description above

Black Orchid

B. Orchid is a secret agent sent by an unknown group to investigate mysterious disappearances involving the Killer Instinct tournament. Her true identity remains shrouded in secrecy.

For many years, using the codename B. Orchid she has worked as an elite spy for a secret organization fighting for the greater good of society. Her past remains hidden, including some things that not even she knows.

"One step closer to flushing out Ultratech"

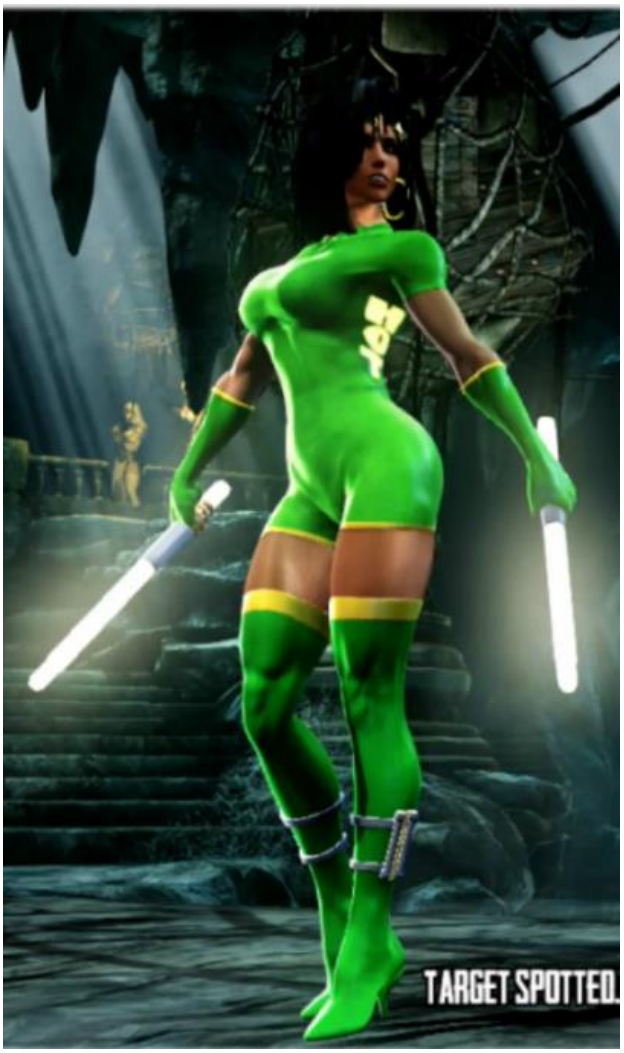
-B. Orchid

Style: Special Forces
School: US Government
Concept: Special Agent
Signature: Seductive Style

Attributes
Physical: Strength 4, Dexterity 6, Stamina 4
Social: Charisma 5, Manipulation 5, Appearance 6
Mental: Perception 5, Intelligence 5, Wits 5

Abilities
Talents: Alertness 5, Interrogation 5, Intimidation 3, Insight 5, Streetwise 5, Subterfuge 5
Skills: Blind Fighting 3, Drive 4, Leadership 4, Security 5, Stealth 5, Survival 4
Knowledges: Arena 5, Computer 4, Investigation 5, Medicine 2, Mysteries 1, Style Lore 3

Advantages
Backgrounds: Allies 4, Arena 2, Backing 5, Contacts 5, Staff 4
Techniques: Punch 5, Kick 6, Block 5, Grab 4, Athletics 5, Focus 5
Special Maneuvers: Jump, Handstand Kick, Backflip Kick, Wheel Kick, Tiger Attack, Sonic Boom, Spinning Clothesline, Double-Hit Kick, Foot Sweep



Combos: Tiger Attack to Double-Hit Kick to Spinning Clothesline (dizzy), Handstand Kick to Wheel Kick to Spinning Clothesline (dizzy), Sonic Boom to Tiger Attack

Renown: Glory 8, Honor 7

Chi 10, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	8	8	5
Strong	6	10	5
Fierce	5	12	4
Short	7	10	5
Forward	6	12	4
Roundhouse	4	14	4
Grab	6	8	One
Block	10	-	-
Movement	9	-	8
Jump	9	-	5
Handstand Kick	5	14	3
Backflip Kick	6	12	Two
Wheel Kick	5	13	6
Tiger Attack	5	13	7
Sonic Boom	2	14	-
Spinning Clothesline	6	9	3
Double-Hit Kick	4	11	4
Foot Sweep	4	13	3

Orchid's New Special Maneuvers

Tiger Attack
Prerequisites: Focus 5
Power Points: Kabaddi, Kung Fu 4, Any 5
There are fighters who can turn themselves into a chi projectile and launch themselves against their enemies! Tibetan masters who teach this technique usually help their apprentices embrace the spirit of the tiger, taking its form as they attack, but other fighters are rumored to use this power in the form of other animals.
System: Tiger Attack allows the fighter to dodge projectile attacks like Jump. It is a Crouching Maneuver.
Cost: 1 Chi
Speed: +0
Dam: +3
Move: +2

Wheel Kick
Prerequisites: Kick 3, Athletics 3, Jump
Power Points: Kung Fu, Muay Thai, Wu Shu 3; Any 4
The fighter hurls themselves in a forward somersault, extending their legs and landing with their heels on top of the opponent's head.
System: Wheel Kick is an Aerial Maneuver and like Jump can dodge projectiles.
Cost: 1 Willpower
Speed: -1
Dam: +3
Move: +1

Cinder

Cinder was born a normal human being named Ben Ferris. Ferris was always in and out of prison for lots of different crimes, mainly for assault and arson. Then came Ultratech.

Ultratech told him that they were able to "wipe his slate clean" if he agreed to participate in their experiments and once again, he agreed. During the tests, however, something went terribly wrong, and as a consequence Ferris turned into a living being on fire. Ben was horrified, but began to accept his new fate after understanding and accepting his newfound powers and strength. It was then that Ultratech revealed his other condition for parole: to enter their upcoming Killer Instinct tournament and not only win, but also defeat another competitor: the ice alien, Glacius. He accepts the offer, and is entered into the Killer Instinct Tournament under his new name: Cinder.

"I would not want to be you today!"
-Cinder

Style: Western Kickboxing
School: The streets
Concept: Criminal
Signature: Always on Fire

Attributes
Physical: Strength 5, Dexterity 5, Stamina 5
Social: Charisma 2, Manipulation 5, Appearance 1
Mental: Perception 4, Intelligence 3, Wits 5

Abilities
Talents: Alertness 3, Interrogation 3, Intimidation 5, Insight 3, Streetwise 5, Subterfuge 5
Skills: Blind Fighting 1, Drive 4, Leadership 4, Security 5, Stealth 4, Survival 1
Knowledges: Arena 1, Computer 2, Investigation 3, Medicine 1, Mysteries 1, Style Lore 1

Advantages
Backgrounds: Arena 2, Backing (Ultratech) 2, Elemental (Fire) 6
Techniques: Punch 4, Kick 4, Block 5, Grab 4, Athletics 5, Focus 5
Special Maneuvers: Jump, Power Uppercut, Head Butt, Flying Head Butt, Flaming Fist, Fire Strike, Elemental Skin*, Heatwave, Double-Hit Kick, Backflip Kick, Forward Backflip Kick, Foot Sweep, Invisible Fire, Missile Reflection, Energy Reflection, Elemental Embrace
Combos: Flying Head Butt to Double-Hit Kick to Forward Backflip Kick (dizzy), Fire Strike to Flying Head Butt to Double-Hit Kick (dizzy), Flying Head Butt to Double-Hit Kick to Flying Head Butt (dizzy)

Renown: Glory 6, Honor 3

Chi 8, Willpower 7, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	8	5
Strong	5	10	5
Fierce	4	12	4
Short	6	9	5
Forward	5	11	4
Roundhouse	3	13	4
Grab	5	9	One
Block	9	-	-
Movement	8	-	8
Jump	8	-	5
Power Uppercut	4	12	One
Head Butt	5	12	3
Flying Head Butt	5	14	8
Flaming Fist	Sp	Sp	Sp
Fire Strike	4	11	-
Elemental Skin	3	Sp	Sp
Heatwave	5	10	5
Double-Hit Kick	3	10	4
Backflip Kick	5	11	Two
Forward Backflip Kick	7	10	Two
Foot Sweep	3	12	3
Invisible Fire	Sp	Sp	Sp
Missile Reflection	8	-	4
Energy Reflection	6	-	-
Elemental Embrace	Sp	Sp	Sp

Cinder's New Special Maneuvers
Elemental Embrace
Prerequisites: Elemental Skin, Elemental (Fire) 6
Power Points: Elemental (Fire) 5
Cinder underwent experiments by Ultratech and therefore became a Fire Elemental. However, the testing was so intense that he reached another level of elemental power, becoming permanently in his flame form. It is a power that other elementalists seek to discover, but not even Cinder himself knows how to teach it, since he was only a guinea pig for Ultratech.
System: With this power, his Elemental Skin is out of control and always activated, at no cost in chi. The fighter has all its effects, but is also unable to touch any person or animal without injury, or even wear clothing and take documents, vehicles, etc.
Cost: None
Speed: see description above
Dam: see description above
Move: see description above

Invisible Fire
Prerequisites: Elemental Skin
Power Points: Elemental (Fire) 5
This is just an evolution of Elemental Skin to the fire elementalist, who can burn in invisible flames, like burning methanol.
System: This power combines the effects of Elemental Skin with invisibility. Once activated, the opponent must defeat the elementalist in a Perception + Blind Fighting resisted action against Elemental + Stealth, otherwise they cannot interrupt the elementalist. The maneuver must be played during Elemental Skin's operation (or jointly on its first turn), and lasts until its effects end.
Cost: 2 Chi
Speed: see description above
Dam: see description above
Move: see description above

Glacius

Glacius is an alien from a distant planet, who, while wandering the universe in search of new life, approached Earth to better observe the planet. Meanwhile, a problem occurred in his ship forcing him to make an emergency landing on an ice-covered mountain. Still dizzy and lucky to be alive, he examined the damage to his ship, hoping to find parts to fix it, and was then captured by Ultratech. Hoping to prove that the alien race is inferior, Ultratech forces him to fight for his life in the Killer Instinct tournament.

"Light alone is harmless, but focused light is the most powerful force in the Universe."
-Glacius

Style: Alien Kickboxing
School: Unknown
Concept: Alien
Signature: Indecipherable words

Attributes
Physical: Strength 6, Dexterity 5, Stamina 5
Social: Charisma 3, Manipulation 1, Appearance 1
Mental: Perception 5, Intelligence 4, Wits 4

Abilities
Talents: Alertness 4, Interrogation 0, Intimidation 5, Insight 4, Streetwise 0, Subterfuge 0
Skills: Blind Fighting 3, Drive 6, Leadership 3, Security 5, Stealth 3, Survival 5
Knowledges: Arena 0, Computer 6, Investigation 3, Medicine 3, Mysteries 3, Style Lore 1

Advantages
Backgrounds: Arena 2, Elemental (Water) 5
Techniques: Punch 4, Kick 4, Block 5, Grab 4, Athletics 4, Focus 6
Special Maneuvers: Jump, Power Uppercut, Drench, Pool, Elemental Stride, Elemental Skin, Double-Hit Kick, Ground Uppercut, Foot Sweep
Combos: Ground Uppercut to Power Uppercut to Double-Hit Kick (dizzy), Drench to Ground Uppercut to Double-Hit Kick (dizzy), Pool to Double-Hit Kick to Ground Uppercut (dizzy)

Renown: Glory 5, Honor 8

Chi 10, Willpower 8, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	9	4
Strong	5	11	4
Fierce	4	13	3
Short	6	10	4
Forward	5	12	3
Roundhouse	3	14	3
Grab	5	10	One
Block	9	-	-
Movement	8	-	7
Jump	8	-	4
Power Uppercut	4	13	One
Drench	4	12	2
Pool	5	-	2
Elemental Stride	5	-	Sp
Elemental Skin	2	Sp	Sp
Double-Hit Kick	3	11	3
Ground Uppercut	4	14	7
Foot Sweep	3	13	2

Glacius's New Special Maneuver

Ground Uppercut
Prerequisites: Pool, Elemental Stride, Power Uppercut
Power Points: Elemental (Water) 3
The fighter liquefies into a pool, gliding lightly into the opponent and returning to their normal form in an uppercut.
System: use the modifiers below. If interrupted while moving, the fighter cannot be hit by Physical attacks as in Pool. The attack causes knockdown on aerial opponents like the Power Uppercut.
Cost: 1 Chi
Speed: -1
Dam: +4
Move: +3
T. J. Combo

T.J. Combo was world champion for 5 consecutive years, to ensure that the title would remain with him, he decided to put cybernetic titanium enhancements in his arms, the Ultratech surgeon who did the implants sold his story to the media, so he was stripped of his title and his career went into decay. Furious and humiliated Combo returned to his old stronghold in the ghetto, today he fights to regain his fame and fortune, and revenge against Ultratech.

"Think you got what it takes to beat the champ? Come on!"
-T.J. Combo

Style: Boxing
School: Unknown
Concept: Former boxer
Signature: Victory Cry

Attributes
Physical: Strength 6, Dexterity 4, Stamina 7
Social: Charisma 5, Manipulation 3, Appearance 4
Mental: Perception 4, Intelligence 3, Wits 4

Abilities
Talents: Alertness 3, Interrogation 3, Intimidation 5, Insight 4, Streetwise 5, Subterfuge 3
Skills: Blind Fighting 2, Drive 4, Leadership 4, Security 2, Stealth 2, Survival 1
Knowledges: Arena 4, Computer 2, Investigation 2, Medicine 2, Mysteries 2, Style Lore 4

Advantages
Backgrounds: Arena 1, Cybernetics 2, Fame 4, Resources 3
Techniques: Punch 6, Kick 5, Block 5, Grab 4, Athletics 4, Focus 0
Special Maneuvers: Jump, Power Uppercut, Head Butt, Dashing Punch, Tumbling Attack, Foot Sweep, Flying Knee Thrust, Spinning Back Fist, Turn Punch

Combos: Dashing Punch to Tumbling Attack to Power Uppercut (dizzy), Tumbling Attack to Strong to Power Uppercut (dizzy), Tumbling Attack to Power Uppercut to Flying Knee Thrust (dizzy)

Renown: Glory 8, Honor 5

Chi 5, Willpower 9, Health 20

Maneuver	Sp.	Dam	Move
Jab	6	11	4
Strong	4	13	4
Fierce	3	15	3
Short	5	11	4
Forward	4	13	3
Roundhouse	2	15	3
Grab	4	10	One
Block	8	-	-
Movement	7	-	7
Jump	7	-	4
Power Uppercut	3	15	One
Head Butt	4	15	2
Dashing Punch	4	16	6
Tumbling Attack	3	9	4
Foot Sweep	2	14	2
Flying Knee Thrust	5	13	5
Spinning Back Fist	3	14	5
Turn Punch	3/3/4/5	16/17/18/19	Two

Sabrewulf

Since the day a wolf bite afflicted him with a rare and virulent disease, lycanthropy, Count Von Sabrewulf has chosen exile in his tower on a remote mountain, ostracized from society and struggling with the insanity that grew along with his illness. A few years ago his worst nightmare came true, he could no longer revert to human form. Every rumor of a possible cure has been a hoax at best.

Lo and behold a message arrives from Ultratech, a promise of a cure if he entered the Killer Instinct tournament and won, suspecting the veracity of the proposal and at the same time with no options he reluctantly accepts the offer.

"Me? A beast? Take a good look in the mirror and see who the beast is!"

-Count Von Sabrewulf

"I was once human like you!"

-Count Von Sabrewulf

"I'll try to control myself!"

-Count Von Sabrewulf

Style: Sanbo
School: Self-taught
Concept: Werewolf
Signature: Leans back and howls

Attributes
Physical: Strength 5, Dexterity 6, Stamina 5
Social: Charisma 4, Manipulation 1, Appearance 1
Mental: Perception 6, Intelligence 3, Wits 5

Abilities
Talents: Alertness 6, Interrogation 0, Intimidation 6, Insight 5, Streetwise 1, Subterfuge 0
Skills: Blind Fighting 6, Drive 2, Leadership 1, Security 1, Stealth 5, Survival 6
Knowledges: Arena 1, Computer 1, Investigation 2, Medicine 2, Mysteries 4, Style Lore 2

Advantages
Backgrounds: Arena 4, Animal Hybrid (wolf) 4, Resources 4
Techniques: Punch 6, Kick 4, Block 4, Grab 4, Athletics 6, Focus 4
Special Maneuvers: Jump, Tumbling Attack, Power Uppercut, Pounce, Spinning Clothesline, Ripping Bite, Tearing Bite, Foot Sweep, Sonic Boom
Combos: Pounce to Tumbling Attack to Power Uppercut (dizzy), Tumbling Attack to Spinning Clothesline to Power Uppercut (dizzy), Spinning Clothesline to Tumbling Attack to Power Uppercut (dizzy)

Renown: Glory 6, Honor 5

Chi 6, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	8	10	6
Strong	6	12	6
Fierce	5	14	5
Short	7	9	6
Forward	6	11	5
Roundhouse	4	13	5
Grab	6	9	One
Block	10	-	-
Movement	9	-	9
Bite	7	10	5
Claw	5	11	6
Jump	9	-	6
Tumbling Attack	5	10	6
Power Uppercut	5	14	One
Pounce	5	13	10
Spinning Clothesline	6	11	4
Ripping Bite	5	11	One
Tearing Bite	7	13	One
Foot Sweep	4	12	4
Sonic Boom	2	11	-

Riptor

A product of an Ultratech DNA manipulation project. By mixing reptilian and human genes, they have created a being with animal ferocity and human intelligence. Supervised from the egg by an Ultratech scientist and his team, the creature named Riptor, barely 4 years old, has already demonstrated in his first test a complete savagery and strength in killing human beings. Riptor is confused, constantly struggling between human reasoning and his predatory instincts, resorting to attacking whenever he cannot understand a situation.

Style: Special Forces
School: Ultratech
Concept: Laboratory Dinosaur
Signature: Screams menacingly

Attributes
Physical: Strength 5, Dexterity 5, Stamina 5
Social: Charisma 0, Manipulation 0, Appearance 1
Mental: Perception 6, Intelligence 3, Wits 5

Abilities
Talents: Alertness 6, Interrogation 0, Intimidation 5, Insight 4, Streetwise 0, Subterfuge 0
Skills: Blind Fighting 5, Drive 0, Leadership 4, Security 0, Stealth 6, Survival 6
Knowledges: Arena 0, Computer 0, Investigation 0, Medicine 0, Mysteries 0, Style Lore 0

Advantages
Backgrounds: Arena 1, Animal Hybrid (lizard) 5, Backing (Ultratech) 3
Techniques: Punch 3, Kick 5, Block 4, Grab 4, Athletics 6, Focus 4
Special Maneuvers: Jump, Acid Breath, Pounce, Tearing Bite, Ripping Bite, Wheel Kick, Tail Sweep, Typhoon Tail
Combos: Pounce to Wheel Kick to Power Uppercut (dizzy), Fireball to Pounce (dizzy), Wheel Kick to Power Uppercut to Typhoon Tail (dizzy)

Renown: Glory 6, Honor 2

Chi 5, Willpower 9, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	7	6
Strong	5	9	6
Fierce	4	11	5
Short	6	10	6
Forward	5	12	5
Roundhouse	3	14	5
Grab	5	9	One
Block	9	-	-
Movement	8	-	9
Bite	6	11	5
Claw	5	12	6
Tail Slash	5	11	7
Jump	8	-	6
Acid Breath	3	10	5
Pounce	4	13	10
Tearing Bite	6	14	One
Ripping Bite	4	12	One
Wheel Kick	4	13	7
Tail Sweep	4	12	-
Typhoon Tail	3	16	7

Fulgore

The prototype of a cybernetic solider developed by Ultratech, fulgore has been entered into the Killer Instinct tournament as a final test of its combat capabilities against the world's best and deadliest warriors. Once its abilities are proven, mass production will begin.

One of Ultratech's latest creations, and possibly the most dangerous yet, Fulgore is the first of a series of Cybersoldiers boasting an arsenal at their disposal as well as various martial arts inserted into their programming, after hard work by a unique team of Asian engineers led by an Ultratech genius. There are obscure rumors about the origin of the human parts of the prototype. Some dare say it was from a collection of organs from the headquarters in Moscow.

Before the Fulgore MK.I model is completed, the scientists are working on an upgrade and have entered the prototype into the tournament to prove its worth as well as being ordered to eliminate all opposition.

"The pinnacle of mechanical perfection, the latest generation of Fulgore units is the absolute best in class, with a level of quality and precision that nearly rivals even my own. But not quite."
- Creator of Fulgore

Style: Dozens of Styles are programmed
School: Ultratech Database
Concept: Robot
Signature: Raise its arms

Attributes
Physical: Strength 6, Dexterity 5, Stamina 6
Social: Charisma 1, Manipulation 1, Appearance 1
Mental: Perception 6, Intelligence 6, Wits 6

Abilities
Talents: Alertness 5, Interrogation 0, Intimidation 6, Insight 6, Streetwise 2, Subterfuge 0
Skills: Blind Fighting 6, Drive 5, Leadership 2, Security 6, Stealth 2, Survival 5
Knowledges: Arena 4, Computer 6, Investigation 2, Medicine 5, Mysteries 3, Style Lore 6

Advantages
Backgrounds: Arena 2, Backing (Ultratech) 5, Cybernetics 6
Techniques: Punch 5, Kick 5, Block 5, Grab 4, Athletics 4, Focus 0
Special Maneuvers: Jump, Power Uppercut, Dragon Punch, Dashing Punch, Fireball, Foot Sweep, Missile Reflection, Energy Reflection, Repeating Fireball, Double-Hit Kick, Yoga Teleport, Maka Wara
Combos: Dashing Punch to Double-Hit Kick to Dragon Punch (dizzy), Fireball to Dashing Punch (dizzy), Dashing Punch to Slide Kick to Dragon Punch (dizzy)

Renown: Glory 8, Honor 0

Chi 10, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	10	4
Strong	5	12	4
Fierce	4	14	3
Short	6	11	4
Forward	5	13	3
Roundhouse	3	15	3
Grab	5	10	One
Block	9	-	-
Movement	8	-	7
Jump	8	-	4
Power Uppercut	4	14	One
Dragon Punch	5	17	2
Dashing Punch	5	15	6
Fireball	4	14	-
Foot Sweep	3	14	2
Missile Reflection	8	-	3
Energy Reflection	6	-	-
Repeating Fireball	4	12	-
Double-Hit Kick	3	12	3
Yoga Teleport	9	-	Sp
Maka Wara	Sp	Sp	Sp

Fulgore's Claws: identical to Vega's.

Laser lightnkife installed in eyes: similar to the rules used in The Perfect Warrior.

Attached machine gun: having one turn to arm it, Fulgore can distort with a machine gun (like the shotgun, but with four damage per turn).

Spinal

Spinal's origin is a closely guarded secret of Ultratech. A secret research sector of the corporation used a variety of special techniques and managed to reanimate the skeleton of an ancient warrior. With only vague memories of his past life plaguing him in the form of flashes, Spinal knows how to do only one thing: Fight! Once a legendary warrior more than 2000 years ago, Spinal was snatched from his eternal rest by Ultratech's cellular regeneration experiments.
Trapped in the new world, although reluctantly, he can only obey orders given to him. After the respect and admiration he inspired in his past life and when he was first introduced to the public, Spinal finds himself in the shadow of Ultratech's latest creations (Fulgore, Riptor etc...) and enters the tournament again to show his worth.

"Yaahahahahahaha!"

-Spinal

Style: Kung Fu
School: Unknown
Concept: Skeletal Warrior/Specter
Signature: Laugh

Attributes
Physical: Strength 4, Dexterity 5, Stamina 4
Social: Charisma 5, Manipulation 3, Appearance 0
Mental: Perception 5, Intelligence 2, Wits 5

Abilities
Talents: Alertness 4, Interrogation 1, Intimidation 5, Insight 3, Streetwise 1, Subterfuge 3
Skills: Blind Fighting 3, Drive 0, Leadership 1, Security 0, Stealth 4, Survival 3
Knowledges: Arena 1, Computer 0, Investigation 1, Medicine 2, Mysteries 4, Style Lore 3

Advantages
Backgrounds: Arena 2, Specter 5
Techniques: Punch 4, Kick 5, Block 4, Grab 4, Athletics 4, Focus 5, Sword 6
Special Maneuvers: Jump, Slide Kick, Fireball, Yoga Teleport, Missile Reflection, Energy Reflection, Energy Absorption, Repeating Fireball
Combos: Slide Kick to Sword Strong to Fireball (dizzy), Shield to Sword Strong to Sword Fierce (dizzy), Fireball to Slide Kick (dizzy)

Renown: Glory 7, Honor 0

Chi 4, Willpower 7, Health 20

Shield: Spinal's shield is used with the Block Technique. It adds +3 to his Soak, but with a 1 point penalty to his Dexterity when used, which affects the speed of all his Physical Movements. The shield can be used to make a single attack, a frontal charge with its surface, with Speed +0, Dam +1 (per hex traveled before the hit) and Move +0.

Maneuver	Sp.	Dam	Move
Jab	7	7	4
Strong	5	9	4
Fierce	4	11	3
Short	6	9	4
Forward	5	11	3
Roundhouse	3	13	3
Grab	5	8	One
Block	9	-	-
Movement	8	-	7
Jump	8	-	4
Slide Kick	4	12	5
Fireball	3	9	-
Yoga Teleport	8	-	Sp
Missile Reflection	8	-	3
Energy Reflection	6	-	-
Energy Absorption	7	-	-
Repeating Fireball	3	7	-
Scimitar Jab	7	12	4
Scimitar Strong	5	14	4
Scimitar Fierce	4	16	3
Shield	5	9+1hex	4

Spinal's New Special Maneuver

Energy Absorption
Prerequisites: Focus 5, Energy Reflection
Power Points: Kabaddi, Kung Fu 5
Instead of simply rebounding energy projectiles, the fighter can absorb them, bringing the chi used in them into their body.
System: works in a similar way to Energy Reflection, however, instead of reflecting, the fighter cancels the projectile and absorbs the chi used in it.
Cost: 1 Chi per turn of activation
Speed: +2
Dam: None
Move: None

Background Specter
Specter is treated as a special Background.

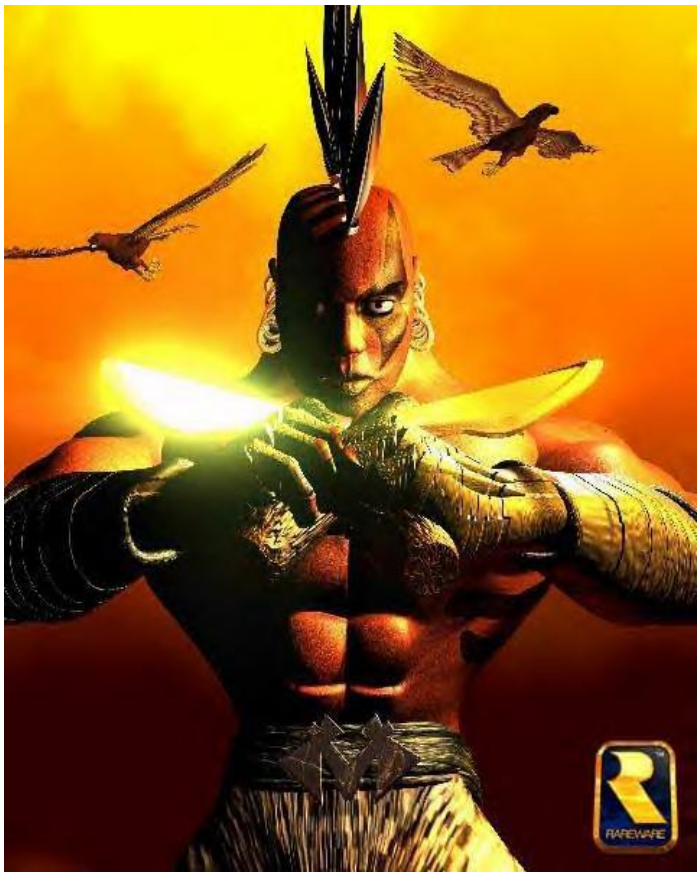
In general, the Specter never dies, no matter how much damage it suffers; it always returns later, until it has fulfilled its purpose. In addition, it can buy Focus Maneuvers not available to its Style using the Background, paying the higher cost. When using them, it uses Health instead of Chi.

A Specter is monstrous and always has Appearance 0, besides paying more to increase Social Attributes like a Cyborg.

Chief Thunder

Long months have passed since the previous year's Ultratech tournament, and despite the wide-ranging searches of his tribe's supernatural phoenix allies, the Chief's beloved but overambitious younger brother has failed to return in either triumph or defeat. After much agonizing over the matter, and to great protest from his tribesfolk, Thunder decides that he must suspect the worst concerning Eagle's fate, and pacifies his people by nominating himself as avenger. The Chief has no dreams of glory, taking up Ultratech's challenge with nothing but vengeance and a primal justice in mind.

“qe’ciyéw’yew’! (Thank you for the battle!)”
-Chief Thunder



Style: Native American Wrestling
School: Teachers of the Tribe
Concept: Chief seeking revenge
Signature: War cry

Attributes
Physical: Strength 5, Dexterity 5, Stamina 5
Social: Charisma 5, Manipulation 2, Appearance 3
Mental: Perception 5, Intelligence 3, Wits 4

Abilities
Talents: Alertness 5, Interrogation 2, Intimidation 5, Insight 3, Streetwise 1, Subterfuge 2

Skills: Blind Fighting 3, Drive 0, Leadership 5, Security 1, Stealth 4, Survival 5
Knowledges: Arena 1, Computer 0, Investigation 2, Medicine 3, Mysteries 5, Style Lore 3

Advantages
Backgrounds: Allies 5, Arena 2, Contacts 2
Techniques: Punch 5, Kick 4, Block 5, Grab 4, Athletics 5, Focus 4, Thrown 5
Special Maneuvers: Jump, Foot Sweep, Power Uppercut, Stunning Shout, Spinning Clothesline, Head Butt, Thunderstrike, Diving Hawk, Double-Hit Knee
Combos: Spinning Clothesline to Strong to Thunderstrike (dizzy), Thrown to Spinning Clothesline to Foot Sweep (dizzy), Diving Hawk to Spinning Clothesline to Thunderstrike (dizzy)

Renown: Glory 6, Honor 9

Chi 5, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	9	5
Strong	5	11	5
Fierce	4	13	4
Short	6	9	5
Forward	5	11	4
Roundhouse	3	13	4
Grab	5	9	One
Block	9	-	-
Movement	8	-	8
Jump	8	-	5
Foot Sweep	3	12	3
Power Uppercut	4	13	One
Stunning Shout	6	-	3
Spinning Clothesline	5	10	3
Head Butt	5	13	3
Thunderstrike	5	15	4
Diving Hawk	5	15	7
Double-Hit Knee	5	9	3
Hatchet	5	13	4

Hatchets: Thunder fights with a pair of Throwing Hatchets that can be used with his basic and some special Punches (like Spinning Clothesline and Power Uppercut), adding +1 Speed and +1 Dam like Vega's claws. As an option, Thunder can throw them. They have Speed +0, Dam +2, Move -1.

Eyedol

Eyedol is the card on Ultratech's sleeve. Eyedol is one of the two warlords they confronted in the past, and Ultratech's scientists released him from limbo to participate in the final fight of this year's Killer Instinct tournament. Little did they know what kind of power they were dealing with in freeing Eyedol from his magical prison...

“I... serve... NO ONE!”

-Eyedol

Style: Unknown
School: Unknown
Concept: Lord of War
Signature: Two Heads

Attributes
Physical: Strength 7, Dexterity 5, Stamina 7
Social: Charisma 2, Manipulation 2, Appearance 1
Mental: Perception 5, Intelligence 4, Wits 5

Abilities
Talents: Alertness 5, Interrogation 1, Intimidation 7, Insight 4, Streetwise 0, Subterfuge 2
Skills: Blind Fighting 4, Drive 0, Leadership 6, Security 0, Stealth 2, Survival 5
Knowledges: Arena 0, Computer 0, Investigation 3, Medicine 2, Mysteries 7, Style Lore 4

Advantages
Backgrounds: Backing (Ultratech) 5
Techniques: Punch 3, Kick 5, Block 5, Grab 4, Athletics 6, Focus 6, Staff 6
Special Maneuvers: Jump, Flying Heel Stomp, Fireball, Missile Reflection, Energy Reflection
Combos: Flying Heel Stomp to Staff Strong to Staff Fierce (dizzy), Fireball to Flying Heel Stomp to Staff Fierce (dizzy), Staff Jab to Staff Strong to Staff Fierce (dizzy)

Renown: Glory 10, Honor 0

Chi 10, Willpower 10, Health 20

Maneuver	Sp.	Dam	Move
Jab	7	9	6
Strong	5	11	6
Fierce	4	13	5
Short	6	12	6
Forward	5	14	5
Roundhouse	3	16	5
Grab	5	11	One
Block	9	-	-
Movement	8	-	9
Jump	8	-	6
Flying Heel Stomp	5	14	8
Fireball	3	12	-
Missile Reflection	8	-	5
Energy Reflection	6	-	-
Staff Jab	7	14	7
Staff Strong	5	16	7
Staff Fierce	4	18	6
Regeneration	5	-	-

COMBOS & COMBO BREAKER

In the Killer Instinct tournament, combos are a special event. They draw the attention of the audience and are highlighted by the narrators of the events. They shout into the microphones when the fighters deliver sequences of blows, and shout even louder when their opponents are able to interrupt these sequences.

Thus, in the Killer Instinct tournament the combos influence the Glory gain. If a fighter lands the first and second blows of a combo, they gain +1 Glory. If they land the third blow, they gain +2 Glory.

On the other hand, breaking a combo also causes a great sensation in the spectators. If a fighter performs an attack on an opponent in order to prevent them from continuing their combo, they get +2 Glory - and the narrator screams wildly "C-C-C-Combo Breaker!"

To do this, you have to stop the combo from continuing. For example, the fighter interrupts the declared attack of the opponent performing the second or third maneuver of the combo, and knocks them down, or pushes them, or even stuns or knocks them out. The combo, therefore, has been interrupted by an attack, and a Combo Breaker has occurred.

On the other hand, if even after the attack, the opponent manages to follow through with the combo, it is not considered a Combo Breaker. For example: Jago hits Orchid with his Wind Kick. The next turn, he drops his Double-Hit Kick. Orchid interrupts with a Forward Kick and stuns him. Jago's combo is interrupted, and he suffers a Combo Breaker. But if, on the other hand, Jago manages to apply his Double-Hit Kick, and then Orchid hits him with a Foot Sweep, Jago suffers the consequences of the knockdown, but can still follow through with his combo. Orchid has therefore not performed a Combo Breaker.

In another example, a character uses Hurricane Kick as the second maneuver of a combo. The opponent interrupts his attack and pushes him away. But Hurricane Kick allows you to move after being pushed. Thus, the fighter can proceed with his combo, and a Combo Breaker has not occurred.

Keep in mind that whenever a combo is interrupted by an opponent's attack, a Combo Breaker has occurred. Improve your narration and distribute the rename. If, however, the combo is thwarted because an opponent has escaped from range, it is not a Combo Breaker. The combo has closed, but in a frustrating way. It must close with an attack for a Combo Breaker to occur.

Therefore, the following events must be added to the **Tournament Renown Table**:

Event	Glory	Honor
If a fighter lands the first and second blows of a combo	+1	+0
Join the third maneuver of a combo after two others	+2	+0
Break an opponent's combo with an attack	+2	+0
Have your combo broken by an opponent's attack	-1	+0

If the Storyteller wants to increase the ambiance, they can narrate combos according to the number of hits that are delivered. This is merely a narrative effect, and does not affect Renown. But in Killer Instinct, the event narrator gives different names to multiple attacks in sequence (even when they occur in a single turn, and are not a combo).

Thus, a Hurricane Kick applied by Ryu that hits three times would be called a "Triple Combo!" by the narrator. On the other hand, if Vega activates his Light Feet and performs two Tumbling Attacks in sequence, with 10 hits each, in his Tumbling Attack to Tumbling Attack combo, the narrator will be thrilled and shout "Ultraaaaaa!" for the incredible 20-hit combo.

If the Storyteller wants to adopt these combo naming patterns, they can follow the list below:

- 3 hits - Triple combo
- 4 hits - Super combo
- 5 hits - Hyper combo
- 6 hits - Brutal combo
- 7 hits - Master combo
- 8 hits - Awesome combo
- 9 hits - Blaster combo
- 10 hits - Monster combo
- 11 hits - King combo
- 12-17 hits - Killer combo
- 18+ - Ultra combo

Another option to make the setting even closer to the game is to consider that in the middle of combos, certain maneuvers (such as Fulgore's Dragon Punch) hit several times, instead of just once. This is a narrative element: consider that for every 3 dice of damage rolled by the second or third maneuver in a combo, there is an extra hit. So a 5 die roll will still be a single hit, but a 6 die roll will be two hits, and a 10 die roll will be three hits. Massive damage hits will count as multiple hits, although this has no mechanical effect, only narrative in counting combos.

READING SUGGESTIONS

For the setting of this cyberpunk world where corporations are more powerful than governments, a chaotic and dangerous future, cyberpunk RPGs like Shadowrun can be used. The pioneering book of cyberpunk, Neuromancer, also provides in its very first pages a good idea of what it is like to live in a world dominated by corporations instead of governments, full of technology and action.

In any case, any book, movie or series that has a cyberpunk setting can offer ideas for the design of the Killer Instinct scenario, such as Future Avenger, Blade Runner, etc.

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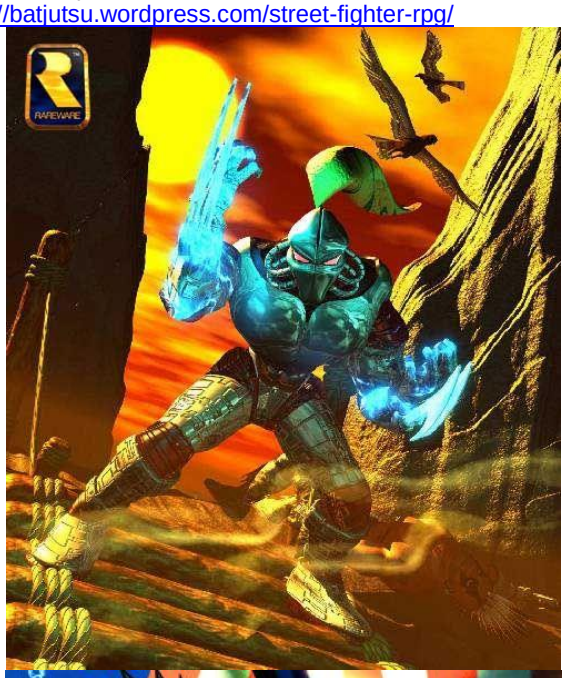

Jago	Orchid	Cinder	Glacius	TJ Combo	Sabrewulf	Riptor	Fulgore	Spinal	Thunder	Eyedol